



MAHARAL

Myth • Golem

MOV COM RAN ARC MYT WND SAN

0/0 0/10 0/10 0/10 0 24 12

REPURPOSE

1 MYT

Other friendly models within 8" may take this action. Choose an enemy model as a target for Singular Purpose and flip this card.

SCOURING SANDS

Until this card is flipped, any enemy model that starts or ends their activation within 3" of Maharal has -1/-1 MOV until their activation ends, and suffers 1 WND.

DORMANT

Maharal may not move or take any actions during his activation and any conditions are removed when Maharal flips to this side. While in a Dormant state Maharal is immune to all conditions.

AWAKENING (FLIP)

If Maharal is attacked, immediately flip this card and gain Singular Purpose marking the attacker.



50MM BASE